WARHAMMER®

UNIFORMS & HERALDRY of THE EMPIRE

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THE EMPIRE

Military Uniforms and Regalia of the Provinces and City-States

Introduction

Welcome to Uniforms and Heraldry of the Empire. This book has been compiled to aid collectors, miniatures painters, wargamers, and anybody who has an interest in the Empire and its armies. The information in these pages will certainly inspire and inform, but it is by no means complete or wholly definitive.

The Empire is simply too large, too varied, and too full of history to be entirely documented. Instead we have focussed on the most characteristic traits and recognisable motifs. That means there is plenty of room left for your own variations or whole new creations if that suits your needs. Enjoy and Long Live the Emperor Karl Franz!

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The Empire

The Empire is the largest and most powerful realm in the Old World. Its vast expanse stretches from the rolling, green hills of Bretonnia in the west to the sweeping steppes of Kislev in the east. The pride of the nation is undoubtedly the cosmopolitan cities where the pinnacle of human achievements can be found. Legendary institutions, such as universities, academies, the Imperial College of Engineers and the Colleges of Magic, attract the brightest of mankind the world over to study and learn. Conversely, the Empire is also a brooding land of ignorance and fear, a land where vast forested tracts are overrun by lawless banditry or worse. Out in this wilderness the widespread villages are like small and isolated islands amidst a veritable sea of dangerous forest. Superstition in these smaller hamlets is rife and who is to say if the rituals of the rural peasantry don't actually ward off lurking threats? For even in the Empire, mightiest of mankind's realms, there prowl many great and unfathomable evils.

The land is seldom at peace for long. Orcs and Goblins launch incessant raids from the mountainous borders, while the impenetrable forests at the very heart of the Empire are home to vile Beastmen, who burst from under the canopy of darkness, eager to despoil and destroy. To the east, in the ancient land of Sylvania, the dead do not rest easy and underneath bustling cities throughout the realm, the verminous Skaven fester, ever plotting new, more sinister assaults. Perhaps most dangerous of all, the northern tribes who openly worship the Dark Gods threaten to burst southwards bringing fire and death with untold fury. So it is that the Empire is always at war, securing borders against ancient enemies, fending off raids, and clashing against all manner of invaders. The soldiers of the Empire stand shoulder to shoulder forming a bulwark of courage and steel to stave off the darkness that besets them.

And so it has ever been. For well over 2,500 years the Empire has endured, surviving invasions, plagues, and civil wars. Its very birth was forged in battle: the legendary warrior king Sigmar uniting the disparate barbaric tribes in order to drive off an overwhelming army of invading Orcs. Since those fabled times, the nation has grown to the prominence with which it dominates the Old World today.

Many refer to the Empire as if it were a wholly unified nation, but more realistically it is a conglomeration of many individual and extremely independent states. These states were built on the ancient tribal lands of the peoples that Sigmar led to glory. After sweeping evil from the lands, Sigmar decreed the realm too large for one man to rule, and so he divided power along old boundaries, with each chieftain answerable only to himself. Over the centuries the borders have shifted or disappeared and some states have risen or been destroyed. Vast cities have grown in both import and power, so much so that many are now self-governing city-states. But the men of the Empire today are still descendants of those ancient barbarians and the order of rule is similar, with each state ruled by an Elector Count, hereditary rulers of each separate region who 'elect' one of their members to serve as Emperor. Each Elector Count is responsible for the whole of his own province and answerable only to the Emperor. This system, existent since the days of Sigmar, has preserved the independence, idiosyncrasies and unique customs that can be found in the different provinces of the Empire. To this day, each of the surviving states is fiercely proud of its heritage and rightfully wary (or outright disdainful) of its neighbour's traditions.

The armies of the Empire are rightfully famous. They have stood resolute on countless battlefields, winning the day through might of arms. The bulk of the Empire's forces are formed of professional state troops, soldiers raised, trained, and girded for war by officers appointed by the Elector Counts, as decreed by the Emperor himself. At need, the state troops are joined by militia, less drilled perhaps, but more than ready to fight for their homeland. Additionally, many commanders can call upon elite military brotherhoods to aid them in battle. Young aspiring nobles form units of Pistoliers, while the most daring of infantrymen are promoted to the formidable Greatswords regiments. The Knightly Orders of the Empire are powerful forces that stand ready to fight at the command of their Grand Master. Battle Wizards, Warrior Priests, Engineers, mighty artillery pieces and fabulous war machines augment the armies fortunate enough to have them.

These soldiers of the Empire march to war under many different banners and wearing different uniforms. Their panoply of war is varied in colour and decorated with many images, all of which say something about a soldier's beliefs, his locale, or his regiment's history. But when they form in place into a battleline, it is for one purpose – to bring victory and glory to the Empire.

The Empire

The city-states and provinces marked with borders, rivers and places of note.

Nordland

Middenheim

Middenland

Altdorf

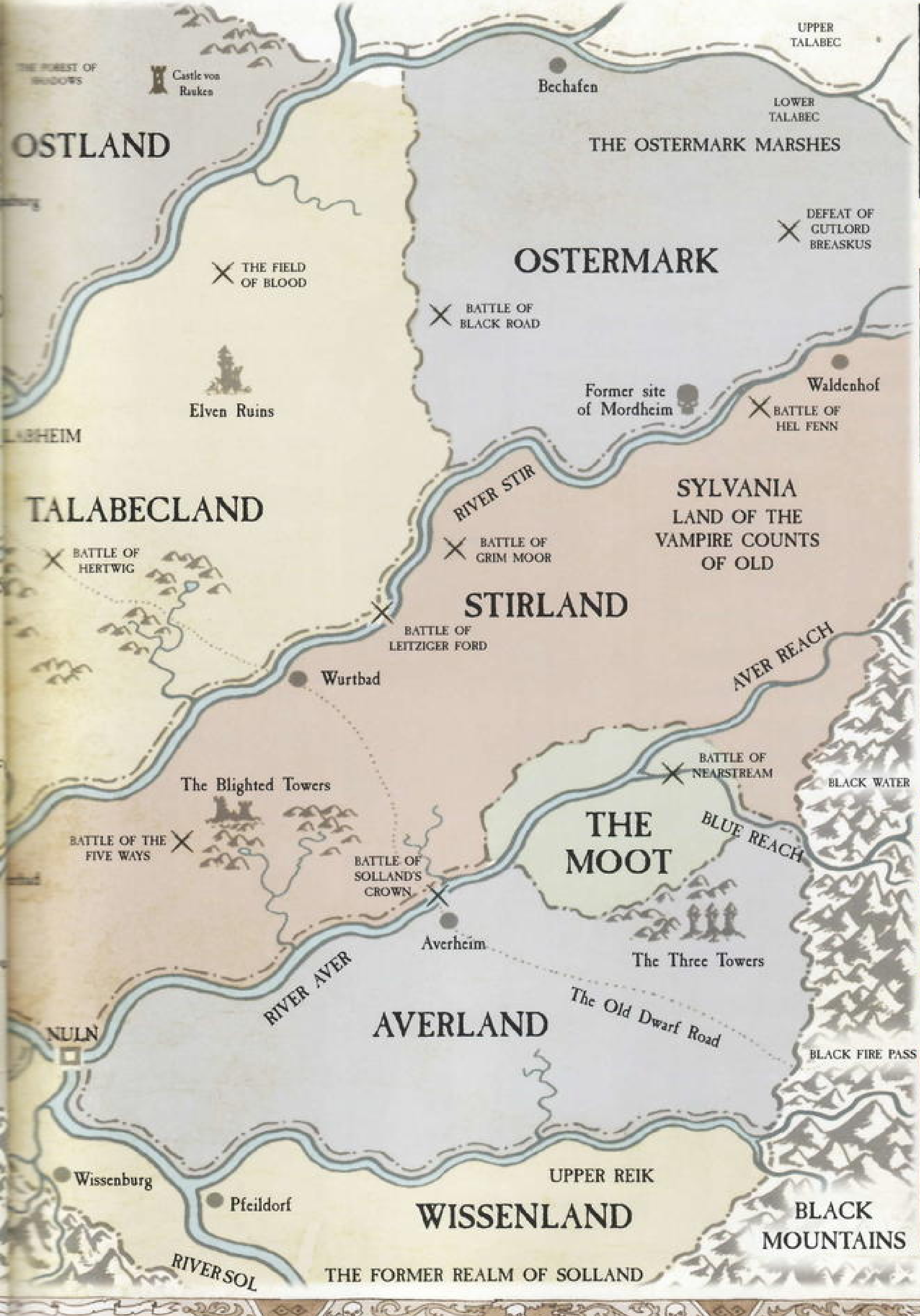
Reikland

Hochland

Ostland

Talebheim

Talebecland



Ostermark

Stirland

Averland

Nuln

Wissenland

Soldiers of the Empire

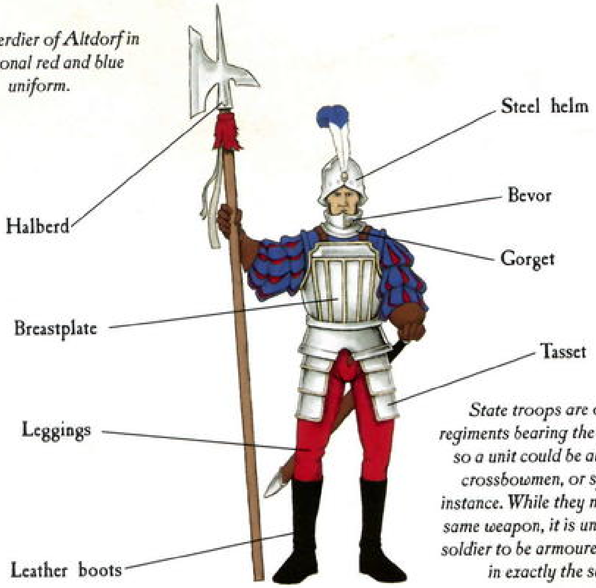
The Empire is a diverse nation and this is reflected in the uniforms of its soldiery. From professional and highly polished regiments, to hastily raised militia marching under a common banner, an Empire army can be a homogenous unified force, or a widely disparate group. Each province or city-state has its own distinct colours, iconography, and history, while regiments have their own traditions, some of which date back to the founding of the Empire itself. This results in a wide range of different uniforms, even for regiments raised from the same town, and possibly within the very same unit. While in no way complete, given the Empire's size and lengthy history, this guide will illustrate the panoply of uniforms and how they might be worn throughout the provinces and city-states.

STATE TROOPS

Regiments of state troops typically wear the colour or colours associated with their province or city-state, although there are notable exceptions. There are no overriding rules governing how, where, or in what proportions these colours are used. Instead colours differ based on individual unit traditions, the whim of commanders or nobility (such as dukes, barons or counts), or possibly just the availability of materials and dyes. One regiment might be outfitted entirely in its provincial colours, while another could only bear sleeves or leggings of their associated hue. Many regiments distinguish themselves by use of a minor detail such as a sleeve, cuff, plume, hat, or collar in a common colour. Unless noted, the uniforms shown throughout this book depict examples of popular patterns – it would be easy to find state regiments which mix the styles shown with any of the possible colour combinations.

Some regiments follow a strict uniform, but many units leave each soldier to source his own garb, resulting in a variety of gear, often in differing states of wear. As each province equips its soldiers from its own armouries, some are better able to afford fineries. Regardless, troops on the march, based in the wilderness, or out campaigning are more ragtag in appearance as equipment wears out and replacements must be found.

Halberdier of Altdorf in traditional red and blue uniform.

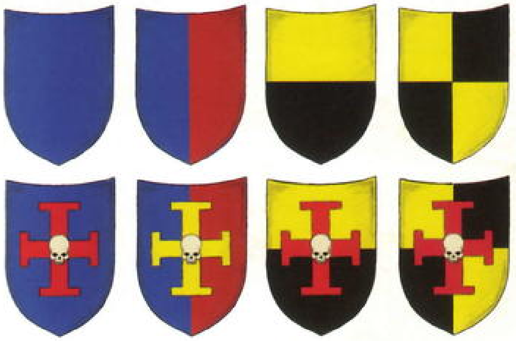


State troops are organised into regiments bearing the same weapon – so a unit could be all halberdiers, crossbowmen, or spearmen for instance. While they may all have the same weapon, it is unusual for every soldier to be armoured and outfitted in exactly the same way.

The same uniform worn in colours of different provinces or city-states.

SHIELD COLOURS

Many regiments use simple colours or patterns on their shields. These are often in provincial or city-state colours, but may be a complimentary or even contrasting colour.



SHIELD DESIGNS

Many symbols are common to the Empire and can be seen in slightly different guises or colours on shields throughout all the provinces and city-states.

BANNERS OF THE EMPIRE

Most regiments have a banner, which could be a hastily adopted flag to identify and rally a formation on the battlefield, or it could be an ancient heirloom, steeped in martial tradition and important icons of regimental pride. Banners can be simple designs, repeating the province or city-state colours, or even in contrast to them. More complex designs can be provincial coats-of-arms, emblems of local nobility, symbols of patron gods, or references to a unit's past glories.

Emperor Karl Franz

The Banners and Shields of the Emperor Karl Franz.

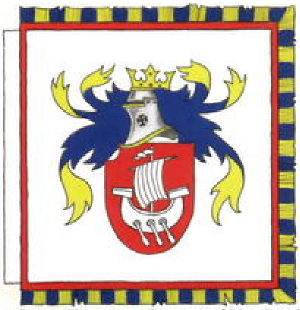
The Elector Counts

The personal heraldry of the Elector Counts.

Count Marius Leitdorf of Averland

Count Aldebrand Ludenhof of Hochland

Graf Boris Todbringer of Middenland


Count Theoderic Gausser of Nordland

Countess Emanuelle von Liebwitz of Wissenland

Count Wolfram Hertwig of Ostermark

Count Valmir von Raukov of Ostland

Emperor Karl Franz of Reikland

Graf Alberich Haupt-Anderssen of Stirland

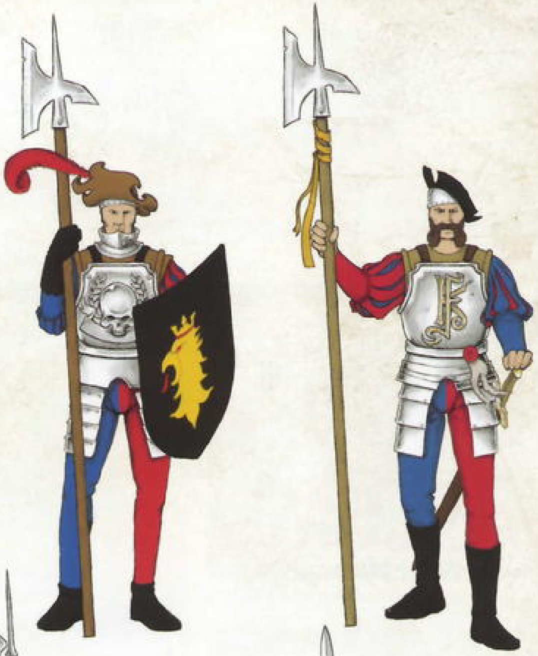
The Elector Counts are hereditary rulers whose families have long and often complicated histories. Over the years there have been numerous dynasty changes arising from losses in battle, intermarriages between important families, or even hostile takeovers. Thus the Elector Counts are always wary of their succession and the future of their noble houses. The banners shown here are current for the Elector Counts of the Empire in the year of 2522.

Count Helmut Feuerbach of Talabecland

All of the Elector Counts may cast a vote to decide which of their member will become the next Emperor. However, there are other Electors who are not Counts. These other Electors may cast a vote, but may not become Emperor themselves. At present, these additional Electors are the Grand Theogonist of Sigmar, the two Arch Lectors of Sigmar, the High Priest of Ulric and the Elder of the Moot. It is usual for the son or heir of the current Emperor to succeed, but there have been instances where there is no suitable candidate or a more powerful Count has been preferred.

Altdorf

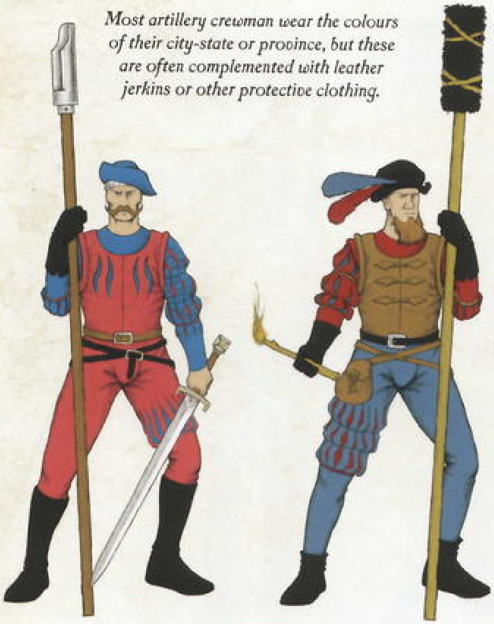
Altdorf is the largest and wealthiest city in the Empire and is home to the Imperial Court. The Altdorf colours are red and blue and the city-state flag bears icons befitting the ruling home of the Emperor: the crown, the Hammer of Sigmar, and the griffon's head. These symbols are commonly repeated in various forms by many Altdorf regiments, who take righteous pride in being the pre-eminent city. The lavish uniforms and spit-and-polish of many units has earnt the city-state a reputation. Detractors are quick to point out the many parade drill-marches, but the storied history of Altdorf regiments in many battles throughout the whole of the Empire tells a tale of well-disciplined bravery. Many regiments celebrate their famous victories with commemorative medals or seals.



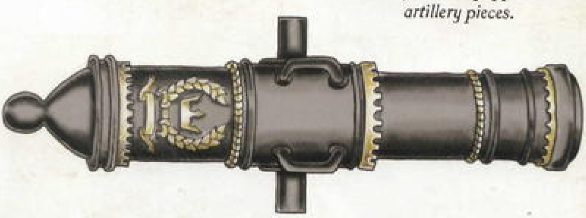
It is not uncommon to see gold trim or filagree on the armour or weapons of a soldier of Altdorf. Many of the regiments are well paid and not afraid to show it.

▲ *Altdorf Captain*

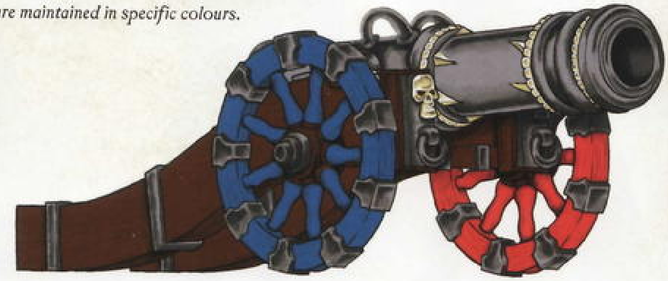
Most artillery crewman wear the colours of their city-state or province, but these are often complemented with leather jerkins or other protective clothing.



As a particularly wealthy city-state, Altdorf is well equipped with artillery pieces.



Many of the Empire's war machines have rich histories and are maintained in specific colours.



Most regiments march to war beneath a banner. A banner is more than a mere flag or totem, it is a glorious embodiment of martial pride, perhaps carrying important meaning, declaring allegiance, or stating the origins or homeland of its bearers. Whether taken from honoured display out of the most hallowed treasury of a fortress or hastily constructed on the eve of battle, the banner serves as a rallying point for a unit and a recognition sign for friend and foe alike.

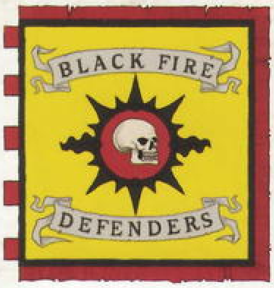
The Company of Honour

Altdorf's Company of Honour, also known as the Sons of the Reik, are a well-known sight throughout the city. The formation recruits exclusively from other Altdorf regiments, picking only the best and bravest troops out of the many units that garrison the city walls and watch. Other soldiers instantly recognize the yellow plume and black steel armour of the Altdorf Company of Honour for the regiment's reputation is well established, its battlefield history steeped in glory. Traditionally led by the youngest son of one of the city's noble houses, the current captain is Otto Helstein - a valiant warrior eager to make his mark. Every Altdorf native knows the distinctive trumpet blast that announces when the regiment leaves the city gates on campaign and all offer praise to Sigmar to ensure the safe return of Altdorf's favoured sons.

Averland

Averland is an extremely wealthy province. Its borders include the dangerous Blackfire Pass, a common invasion route into the Empire. The colours of Averland are black and yellow and the soldiers are known for showy uniforms and ostentatious war gear. The state banner is a sun, and has been since the surviving nobles of downfallen Solland settled in Averland. The province is currently without an Elector Count and there is talk of reinstating the banner of the previous household.

The previous state banner of Averland.



▲ *Averland Captain*

Both highly polished gleaming armour and blackened steel are popular with soldiers of Averland.

▲ *Militia member (conscripted)*

The emblems or devices used on banners usually have some relevance to past events, geographical location, religious belief, or general characteristic of the unit that bears it. The loss of a regiment's banner in battle is considered a shameful event, even in victory. Many fierce combats erupt when an enemy attempts to cut down the standard bearer and capture a regiment's flag. Most units will go to any length to recapture a fallen banner – the symbol of the regiment's martial pride.

Von Kragsburg Guard

Recruited, trained, and equipped by the von Kragsburg family of Averheim, the von Kragsburg Guard have travelled throughout the Old World. Like his father before him, Duke Bertold von Kragsburg is forever seeking rich pay and the spoils of war. When the price is right the von Kragsburg Guard has safeguarded merchants along the Old Dwarf Road, joined armies staving off invaders in Wissenland, and led expeditions to destroy Beastmen strongholds in the Great Forest. The regiment has fought for Averland, but always under a contract for payment. While the scruples of the 'Dirty Duke' may be questioned, none may contest the unit's fighting prowess. Countless tales prevail, from withstanding charges by wolf riders on the plains of Averland to battling towering Ogres in the Worlds Edge Mountains, the proud von Kragsburg Guard get the job done.

Hochland

The heavily forested province of Hochland is well known for its hunting grounds and for producing excellent marksmen. The sturdy troopers of Hochland are clothed in the state colours of red and green. The provincial banner bears an Imperial Cross on a field of red. The Emperor's emblem was added in the year 2510 as a special honour after a Hochland forest patrol saved the life of Emperor Karl Franz when his small hunting expedition was assailed by a marauding force of Beastmen. Now known as the Battle of the Weeping Glen, the bloody affair is still sung about in many Hochland inns up and down the Old Forest Road. Despite frequent patrols and fortified watchtowers along the roadways, ambushes by bandits or worse are common under the dark eaves of Hochland.

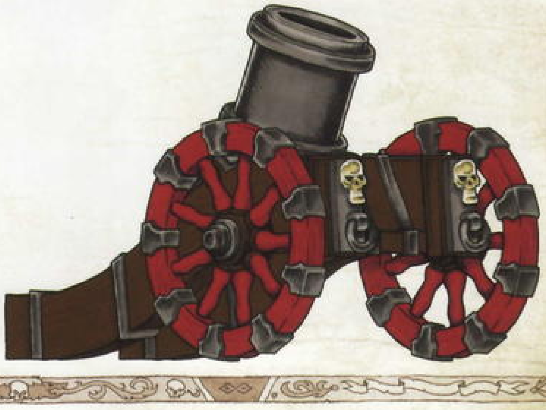
Drakwald patrol forces often bear colour schemes or even emblems linking the various regiments and detachments.

The nobles of both Hochland and Stirland lay claim to the symbol of the hunting horn. To this day both sides bitterly remember the Battles of the Horn.

▲ *Hochland Captain*

A short barrage by a battery of mortars has proven an invaluable aid when the Drakwald patrols attack Beastmen settlements in the deep forest.

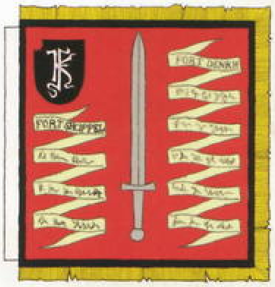
◄ *Marksman with repeater handgun*



In the Drakwald there is often only time for a single volley before foes are upon you, so Hochland marksmen learn to make each shot count.

Some regiments adopt icons and display them on uniforms or wargear.

The Imperial Cross is a common symbol of the Empire, representing loyalty to the Emperor. The cross is especially prevalent in Hochland - it can be found on the state banner and many shields or standards bear crossed swords, keys, or even the crossed strap of a hunting horn. Fortifications and watchtowers are often located at key crossroad junctions along the Old Forest Road and troops garrisoned there frequently adopt cross devices to identify their regiment.



Drakwald Patrols

The Drakwald forest covers Hochland with a canopy of darkness. Roads theoretically connect the far-flung towns and logging camps, but contact is tenuous at best. The vast tracts of wilderness that separate villages are akin to hostile territory. For protection a series of forts, fortified inns and watchtowers are stationed along the highways. Patrols regularly travel between stations, rotating garrison duty with other regiments. Occasionally troops will band together to mount an expedition into the forest to seek out and destroy bandits, nests of Forest Goblins, or Beastmen strongholds.

The Katzbulger Patrol guards the South road between Fort Defiant and the Cup and Horn Inn.

Captain Katzbulger

Captain Katzbulger's reputation has grown since he singlehandedly slew a Minotaur in bloody close combat.

Gruncaps

Drakwald Patrols are often made of a halberdier unit with several detachments working alongside them. The Gruncaps are veteran patrollers, having fought many battles in the forest.

In some cases parent units and their detachments have the same or similar uniforms. In this case the main regiment, the Gruncaps, are green and red quartered with a detachment of mostly green – Gunderman's Surefires, and one of mostly red – the Crimson Defiants. All formations are also interlinked with similar insignia, a skull badge.

Gunderman's Surefires

The Surefires have trained alongside the Gruncaps and bear the same emblem. Durz Gunderman leads the unit and bears a Hochland long rifle.

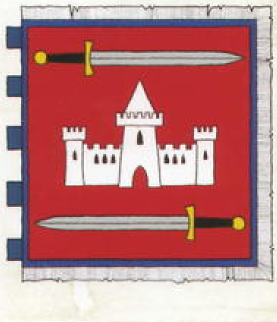
Crimson Defiants

Tasked with protecting the most vulnerable flank of the Gruncaps, the Crimson Defiants are well known for their steadfast bravery in battle.

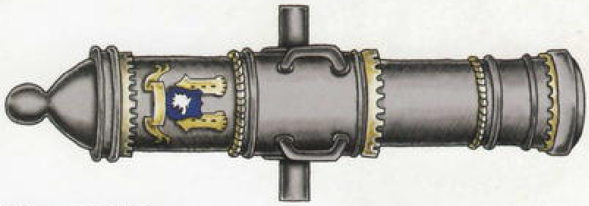
Middenheim

Towering above the Drakwald forest is a sheer-sided pinnacle of white rock atop which sits the fortress-city of Middenheim, the City of the White Wolf. The White Wolf is the sign of Ulric, the god of battles and patron deity of Middenheim. The Cult of Ulric is centred around the region and the impressive Temple of Ulric is a wonder of the city that attracts many pilgrims. A powerful army, clothed in the city-state colours of blue and white, garrisons the nigh-impregnable walls and tirelessly patrols the roads leading to the Ulricsberg – the rock plateau on which Middenheim stands as if besieged by the surrounding forest. And so it is, for the Drakwald is dark, dangerous, and synonymous with peril. The Middenheim banner depicts the White Wolf standing guard over the fortress walls and gates into the city – a sign of Ulric protecting his own.

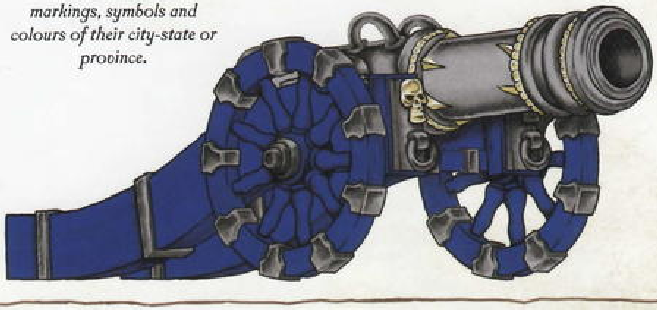
The white wolves of the Drakwald are fierce and merciless predators that are notorious for fighting to the bitter end. A fitting symbol for Ulric, god of battles.

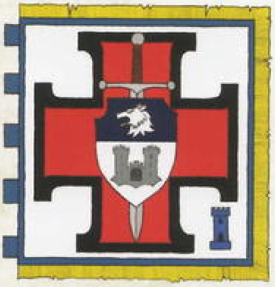


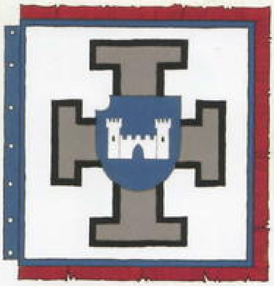
Some war machines are permanently affixed into the defensive walls of Middenheim, but Elector Count Boris Todbringer maintains a formidable artillery train as well.



Many cannons bear markings, symbols and colours of their city-state or province.







Some regiments bear the personal emblem of their patron. This could be their Elector Count, a local noble or guild, or even a famed officer. For example, Todbringer's Own is one of many Halberdier regiments armed and equipped under the direction of the Elector Count himself. The von Strumpet regiment is formed around an inspirational captain and the Grimmhagen Swordsmen are paid and equipped by a traders guild from the city street bearing that title.

Many regiments wear tokens of Ulric to show their dedication and to gain the god's favour.

Because of the fastness of the dyes, the shade of blue often varies between regiments and sometimes even within the same uniform.

The Swords of Ulric

The Swords of Ulric are one of the many regiments formed by and paid for by the Temple of Ulric in Middenheim. The formidable training of the Swords of Ulric consists not of marches or weapons practice, but instead of patrols and war parties led out of the city into the surrounding Drakwald. Initiates hoping to join the unit must accompany such excursions – only those that fight with honour and survive are admitted. It is left to each soldier to equip himself in the blue and white colours of Middenheim. Since the regiment's founding, in the days when Count Mandred rallied the Empire behind him and became Emperor, the sons of Ulric have borne yellow shields to battle. By tradition, each shield bears a variation of the same device – a red wolf, signifying Ulric embattled. The grim northerners have little room for formal ceremony but what they lack in parade-ground discipline they make up for with savagery on the battlefield.

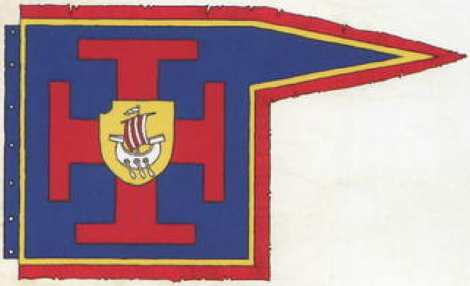
Middenland

A vast and darkly forested province, Middenland is strongly associated with Ulric, the god of battles, wolves, and winter. The hearty soldiers of Middenland are quickly turned into seasoned warriors as the sprawling woods of the untamed Drakwald harbours countless Goblins, Beastmen, and worse. The state colour of Middenland is blue, with ribbons and slashing of contrasting colours used to identify different regiments. The state flag bears a white wolf, the symbol of Ulric, the ancient warrior-god of the Empire who pre-dates the coming of Sigmar. The Elector Count, Graf Boris Todbringer, resides in Middenheim and has added a castle motif depicting the province's most important city onto the provincial banner.

▲ *Middenland Captain*

Nordland

The province of Nordland is famous for its navy and its heavily tolled coastal roads which provide safe passage for rich merchants travelling to Marienburg. Many sea fortresses and watchtowers line the coast, as raiders from across the Sea of Claws are all too common. The state troops of Nordland, including the Nordland Mariners, wear distinctive blue and yellow uniforms. The provincial banner bears a depiction of a sea eagle clutching a shield with the galley icon, the symbol used as part of the coat of arms by the Elector Count Theoderic Gausser. Traditionally the Elector Count of Nordland is also the Prince of Marienburg, and this has been a point of contention since that city seceded from the Empire. Other oft-seen emblems in Nordland include the Imperial Cross, various ship, anchor or fish designs, and the five-pointed crown of the sea god Manann.



Many Nordland state troops rotate duty as part of a garrison for a watchtower and aboard ships patrolling the coastlines.

In addition to vast tracts of coastland Nordland is also a province of dense woods, including the Forest of Shadows and the Laurelorn Forest

▲ *Nordland Greatsword*

Nuln

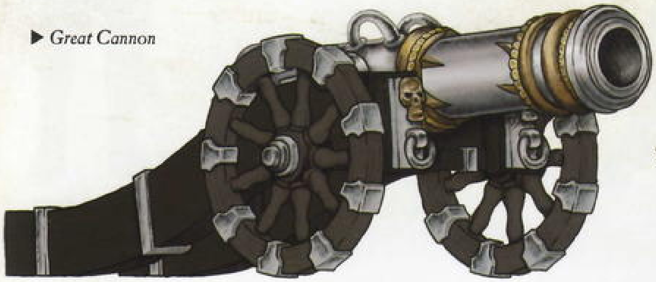
The city of Nuln trails only Altdorf in terms of size and population. Famous for its ancient academies and its industry, Nuln is the home of vast forges and the Imperial Gunnery School. The uniforms of soldiers from Nuln are black, although whether this is by age-old design or more practical needs to hide the soot from fighting alongside so many cannons (or from the polluted city itself) is uncertain. The city banner of Nuln depicts a golden lion holding the scales of judgement – a symbol of Verena, goddess of learning. A blindfolded maiden carrying scales is another popular motif amongst many units of Nuln. Other symbols which appear frequently on regimental shields and banners, are cannons, the famous bridge of Nuln, and variations of the lion.

The Imperial Gunnery School casts nearly every artillery piece employed by the Empire. The blast furnaces of Nuln run night and day, leaving the city wreathed in a pall of choking smoke. These war machines are lovingly maintained by their crews and frequently bear names evoking great heroes or battlefield virtues. These names are sometimes engraved or painted onto the barrel or carriage of an artillery piece. Some revered guns have seen centuries of noble service and have well-established reputations.

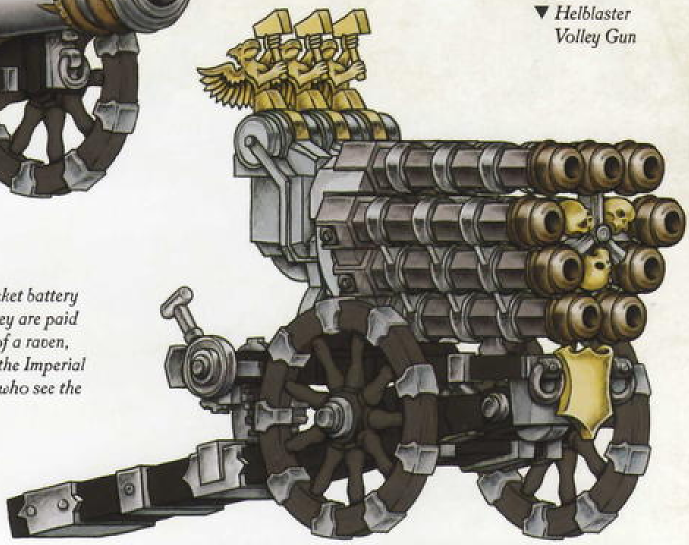
▶ *Batteries often bear linking badges or emblems.*

▶ *Some artillery pieces bear a state seal or caster's mark.*

▶ *Great Cannon*



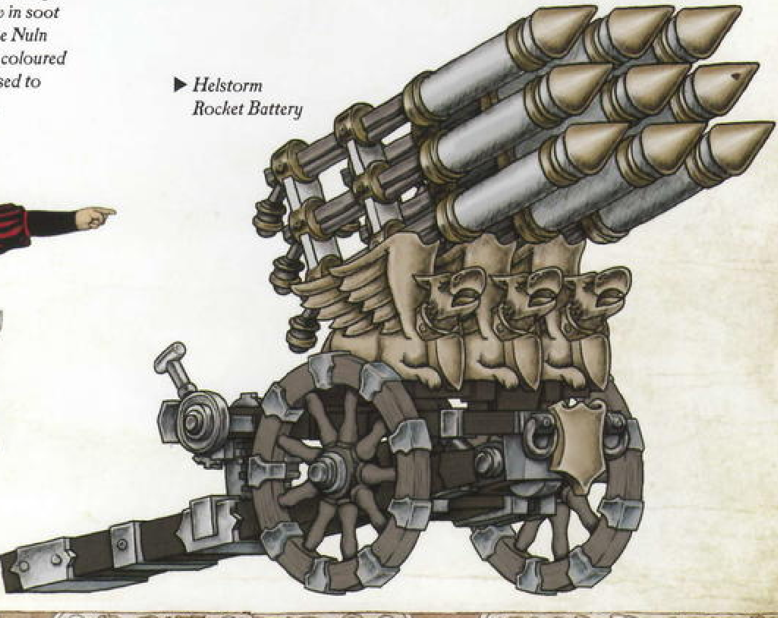
▼ *Helblaster Volley Gun*



Crew operating a Helblaster volley gun or Helstorm rocket battery often carry with them some associated token to show they are paid up with the Priests of Morr. This often takes the form of a raven, hourglass, or black rose. This practice is discouraged by the Imperial College of Engineers and the Imperial Gunnery School, who see the superstition as bad for recruitment.

As firing an artillery piece is notoriously filthy work, often covering the crew in soot and grime, it is convenient that the Nuln uniform colour is black. Differently coloured plumes, sleeves, or ribbons are used to distinguish between crews.

▶ *Helstorm Rocket Battery*



Some Nuln regiments are tasked with guarding specific war machines or batteries. These pairings will often share common symbols or insignia.

▶ *Nuln marksman with repeater handgun*

▲ *Nuln Captain*

▼ *Arms of the Imperial Gunnery School*

Gründel's Defenders

Gründel's Defenders was first raised after the disastrous battles of the year 2421 when Goblin Warlord Grom The Paunch of Misty Mountain led an invasion through Blackfire Pass and savagely ransacked Nuln before sweeping through the heart of the Empire. Better coordination was needed between artillery and infantry, and in the wake of the devastation new regiments were formed into battalions that trained and fought together. Baron Albrecht Gründel first named and the equipped those under his command and his sons have continued the tradition to this day. Tasked with protecting the batteries of cannon and mortar from the enemy, Gründel's Defenders have never failed in their honoured duty. Discounting witchcraft and a few ill-fated misfires, Gründel's Defenders have yet to lose one of their precious war machines to a foe – a matter of great pride to the regiment.

Ostermark

The rural province of Ostermark is a sombre and grim land with a history abound with battles, invasions, disaster and lawless reavers. To the north lies rugged Kislev, to the south the cursed lands of Sylvania. Other landmarks include the ruined city of Mordheim, the Bleak Moors, and the ancient battlesite of Hel Fenn. The Ostermark colours are purple and yellow or purple and white and the state emblem is a crowned Manticore, famously remembering the tale of the first Elector Count of Ostermark's heroic defeat of such a beast near the World's Edge Mountains.

▲ *Captain of Ostermark*

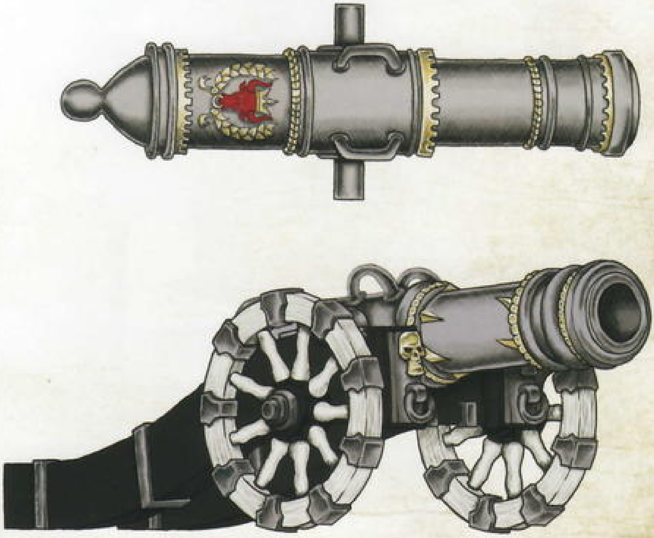
Armies from Ostermark have crossed their northern border to aid the nation of Kislev many times throughout history.

▲ *Free Company soldier*

Ostland

The province of Ostland is dominated by the Forest of Shadows. Its troopers wear black and white, a combination which lends itself to bold halved or quartered uniforms, while stripes, checks, and diamond patterns are popular on hose or sleeves. The symbol of Ostland is the bull – stubborn and dependable, like the people of Ostland themselves.

▲ *Ostland Captain*



OSTLAND
VON RAUKOV
WOLFENBURG

Fireloques of Ferlangen

The Fireloques of Ferlangen are a troop of deadly accurate handgunners that have fought throughout Ostland, often under the army banner of Elector Count von Raukov himself. Wearing the black and white of their home province, the Fireloques of Ferlangen bear no formal insignia, but superstitiously decorate their hats and uniforms with the bones of fallen comrades and other good luck charms. Even amongst the stubborn Ostlanders, the Fireloques of Ferlangen have gained a reputation for tenacity, holding their gun line and unleashing volley after volley of fire into approaching foes. Their refusal to surrender the flank against marauders from the north during the three-day Battle of the Littered Bones earned them the nickname of Skull Clubbers, as without gunpowder for the entire last day they resorted to using their beloved handguns as blunt weapons to stem the tide of attackers.

Reikland

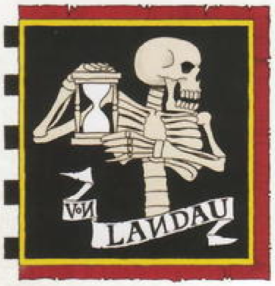
In the year 2429 the Imperial Crown passed to Wilhelm III, the Prince of Altdorf and Count of Reikland. It remains with his family to this day.

The Reikland is the most powerful and cosmopolitan province in the Empire. Its well-equipped and professional soldiers are clothed in white, though in practice this is often a fawn or off-white colour. The state banner of the Reikland depicts an Eagle, in this case representing the goddess Myrmidia, the patron deity of the art of war. Other key icons include a crown, the Hammer of Sigmar, and a sword, symbolising a mighty Runefang. As the legendary birthplace of Sigmar himself, it is no surprise that the cult of Sigmar is highly popular in the Reikland. Soldiers from Reikland consider themselves to be superior to troops from other regions, which can occasionally lead to trouble on campaigns.

Helmgart is one of the most famous fortresses in the Reikland. It guards Axe Bite Pass - the gateway to Bretonnia where many great and glorious battles have been fought.

▲ *Defender of Helmgart*

▲ *Captain of Reikland*



The Carroburg Greatswords first earned its reputation during the Siege of Carroburg in 1865. After holding the breach that day against an army of Middenland, the Reikland unit changed their white uniforms to red in order to honour the blood-drenched victors.

Stirland

Stirland is a poor province and the rustic customs of its people are the target for snide comments from foreigners. Many of its soldiers bear simple arms and armour and there are many regiments that wear the Stirland colours of green and yellow only in a token fashion, their garb often well-worn or patched over. In contrast some Stirland nobles overcompensate and equip their soldiers as lavishly as any city-state. The Banner of Stirland shows a skeleton sounding a hunting horn, signifying a call to battle. The skeleton itself is a common symbol of the lands, an expression of both the Stirland battle cry "victory or death" and a grim reminder of the lands of Sylvania, ostensibly part of Stirland, but in reality a dangerous and near-deserted province where the dead notoriously do not rest.

Because of costs and availability, many of Stirland's soldiers are equipped with only basic weaponry.

▲ *Captain of Stirland*

▲ *Members of the Stirland Militia*

Stir River Patrol

The mighty Stir river runs from the Worlds Edge Mountains to the Reik, forming the border of Stirland and a well-plied trade route. The watery highway must be constantly patrolled, as the wealthy merchant barges attract attention of the worst kind. The Stir River Patrol use green and white uniforms, no matter which of the many fortified ports they use as a harbour base. Some formations are highly polished and well equipped, but many are worn – showing off the wear and tear of constant naval and land actions.

▲ *River Patrol Captain*

Some of the larger vessels in the disparate navy carry more than one unit, often equipped for either boarding or ranged attacks against enemy ships.

Fish and the five-pointed crown of Manann are common symbols amongst the River Patrols.

The Green Lurkerfish is a fierce predator of the Stir known for its swift strike.

Stirland's archers are famous for their swiftness on the field of battle. This is partly due to skill, but often due to the impoverished troops having less in the way of gear or provisions to burden them.

The accuracy of Stirland Huntsmen is well known throughout the Empire.

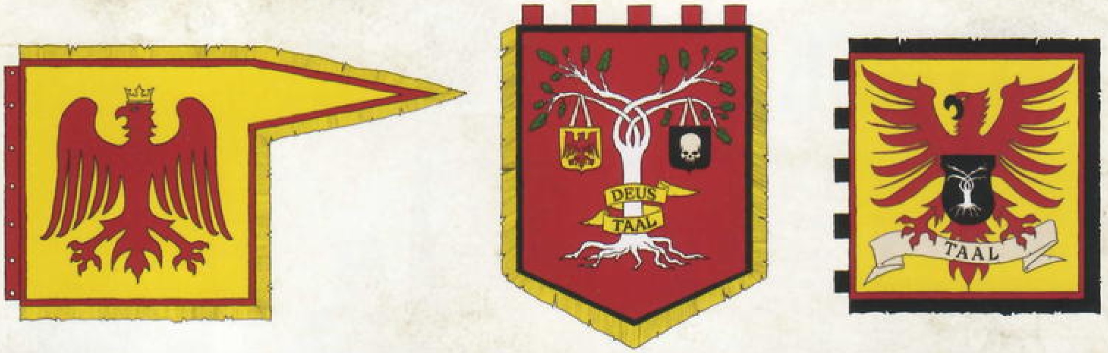
Deathjacks

The Deathjacks are renowned archers who can track a foe at speed through any forest. First recorded on the Wurtbad roll of honour in the year 2004, the Deathjacks were hired to scout ahead of the main Stirland army during the civil wars between the Three Emperors. The Deathjacks have continued to be of service - ambushing opposing scouts and finding hidden paths from which to take the foe unaware. To this day the Deathjacks still recruit out of the Great Forest as the rough country breeds canny archers with excellent woodscraft. Used to fending for themselves, the Deathjacks have been dubbed the Mutton-stickers or Thievingjacks by their own comrades, as baggage trains and supplies mysteriously go missing in their presence. All is forgiven, however, when the archers return from a scouting mission, waving their banner to signify enemies ahead, or blaring the all-clear on their hunting horns.

Talabecland

The vast province of Talabecland is heavily forested and sparsely populated. The land is named after Taal, the god of beasts and wild places. It is considered great luck to cross the river Talabec and regiments doing so will dip their standards into the water, considering the act a sacred blessing. Talabecland's colours are red and yellow and the state banner is a crowned eagle. Shields and banners often portray antlers or a tree – both symbols of Taal.

▲ *Captain of Talabecland*



Any travelling the woods of the Empire might offer homage to Taal, but the Great Forest within Talabecland is the heartland of the god's worship. Many soldiers bear signs of the god as charms to ward off evil.

Talabheim

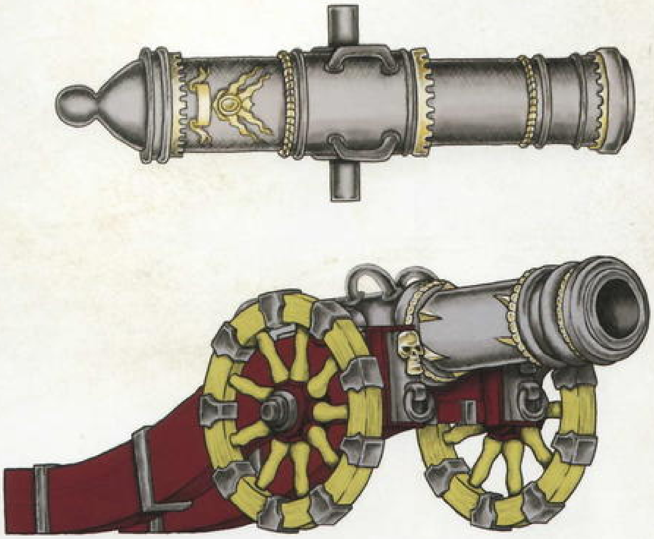
Deep within the Great Forest lies the city-state of Talabheim. A massive crater several miles wide forms the base of a heavily fortified rim wall that encircles the impregnable city. The Talabheim colours are red and white and since the year llll the state banner has been depicted as a warrior maiden bearing an icon of the Imperial Griffon holding the Hammer of Sigmar. As the tales go, it was such a maiden, a healer, who took up arms and rallied the defenders to save the plague-ridden city from being taken by Chaos Ratmen. She died a hero, but her legend as saviour of the city lives on in the form of numerous shield and banner designs. The motto of that defence, 'None Shall Pass' is still used by many of the soldiers responsible for the defence of the crater wall.

Many of the Taalbaston Guard, the regiments that man the crater wall, bear the twin-tailed comet symbol on their livery.

▲ *Talabheim Greatsword*

It is said that Taal himself formed the great crater that rings Talabheim when he fought and cast down a gigantic Wyrm, its fiery trail blazing like the fabled comet of Sigmar itself. So it pleased Taal greatly to see people settle in safety in the crater he had made. Just as in Talabecland, many soldiersof Talabheim bear the stag skull or antlered tree, or other symbols associated with the god Taal.

The imposing towers and fortifications around the crater wall of Talabheim bristle with an array of formidable weaponry. In addition to the more recognisable artillery pieces, such as Great Cannons and Mortars, can be found some of the experimental workings of the College of Engineers.



Famous Regiments of the Empire

While most Empire troops wear their provincial or city-state colours, there are notable exceptions that do not follow this tradition. Some regiments have performed legendary feats on past battlefields that are forever commemorated by a symbolic change of uniform design or colour. Other unorthodox formations adopt the style of a maverick leader or develop their own heritage over the course of long campaigning. Age-old enemies, unique fighting tactics, or even a chance to embellish their own mythic reputation have all been reason enough for regiment to adopt non-standard colours and symbols.

Helhunten's Redeemers

Led by zealous witch-hunter Joseph von Helhunten, the Redeemers are Vampire-hunters. Hailing from the region around Siegfriedhof in Stirland, the Redeemers shun the green and yellow of their home province, choosing instead black and tan. All members of the regiment have experienced loss at the hands of the undead and have vowed revenge.

The Redeemers bear neck-protecting armour and many carry ritual stakes. A Priest of Sigmar accompanies the unit as the fight is both physical and spiritual.

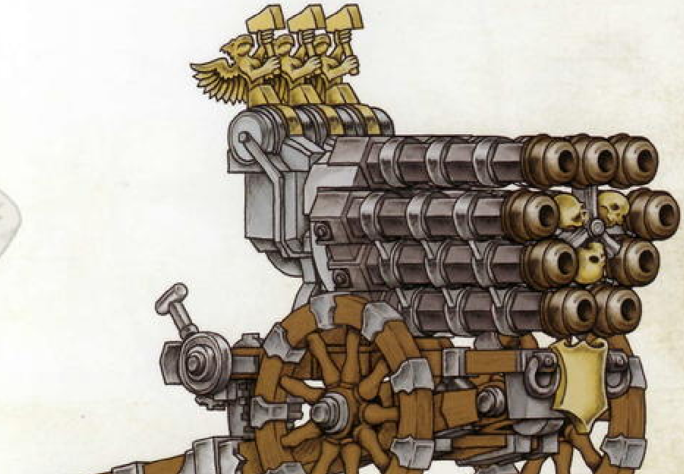
Carroburg Greatswords

The story of how the Carroburg Greatswords came to supplant their white uniforms for blood red ones has become legend. It is a tale that Reiklanders particularly like to recall as it tells of one of their glorious victories and humilation for the rival province of Middenland.

Wissenland

The southernmost of all the Empire's provinces, Wissenland has incorporated the former territory of Solland since its collapse in the year 1707. The colours of Wissenland are grey and white, with many state regiments distinguishing themselves with differently coloured plumes, ribbons, or shield designs. The state banner is a white lion carrying a pennant with a sun, a nod to the heritage of Solland, although there are some nobles who dispute this and maintain the older design with the twin-tailed comet on the lion's banner.

▲ *Greatsword of Wissenland*



Wissenland guards its notoriously dangerous borders with a string of linked fortresses and signal towers. Troops garrisoning these edifices often adopt a specific plume colour or even bear a badge to denote which fort they call home.

▲ *Militia man*

Sterntower Marksmen

The Sterntower Marksmen are a newly formed regiment out of Steingart. They are garrisoned as part of the line of sentry posts and signal towers that guard the low foothills of eastern Wissenland, under the shadow of the Black Mountains. Always at the ready to launch the signal flares to signify invasion, the watchtowers are essential for border defence. The region is rife with greenskins and monsters, and recently packs of Trolls have taken to wandering down in search of prey. The Marksmen share the Sterntower with several other regiments – halberdiers and spearmen – with whom they have established a front-line camaraderie. Sergeant-at-arms Hans Schwarzblut is the tower officer, in command of the Sterntower Marksmen and a unit each of halberdiers and spearmen. He is a veteran of many battles against marauding Orcs and his tight discipline keeps all the troops at high alert. Unwilling to sit and wait, Schwartzblut often orders patrols up into the narrow mountain passes.

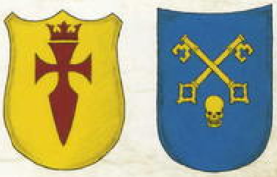
The Moot

In the year 1010 the Halflings were granted the area around the Upper Aver river to serve as their homeland. Like all provinces of the Empire, the Moot maintains troops to guard its borders and to provide troops for the Emperor's armies. Halfling militia tend to wear a unifying colour somewhere on their kit, often green or red, but more formal uniforms have been observed.

The banner of the Moot is a Fighting Cockerel.

Marienburg

The largest and wealthiest city in the Old World, Marienburg stands at the mouth of the River Reik. Marienburg seceded from the Empire in the year 2429 thanks to vast bribes and the greed of Emperor Dieter IV. Now ruled by Burgomeisters and powerful mercantile guilds, Marienburg fields a large army that includes many well-paid mercenaries. The Marienburg colours are red, blue and yellow, and sumptuous showy uniforms are commonplace.



Solland

The province of Solland was literally wiped from the map in the year 1707 when an Orc invasion, led by Gorbad Ironclaw, swept out of Black Fire Pass and devastated the region. Its lands have been absorbed by Wissenland and the surviving nobles have largely fled to Averland.

The sun symbol from the old Solland flag is still in use by many surviving nobles.

Sylvania

The land of Sylvania lays in Stirland under the shadow of the Worlds Edge Mountains. Long ruled by the von Drak family, Sylvania was usurped by infamous Vampire Vlad von Carstein who then attempted to overthrow the Empire during what are now known as the Wars of the Vampire Counts. Since the Battle of Hel Fenn in 2145, Sylvania has been re-absorbed by Stirland, although in truth it is a mostly barren region, rightfully shunned by sane folk.

The emblems of Sylvania have been abandoned, as they bear too many mistrusted and evil connotations.

The Reiksguard

The Reiksguard are the personal army and bodyguard of the Emperor himself. Their ranks are open to any nobles who are loyal to the Emperor and include members from throughout the Empire. Although based in Altdorf, the Reiksguard accompany the Emperor on all his journeys and maintain many fortresses and barracks scattered through the whole of the Empire. The colours of the Reiksguard are red and white, and they traditionally carry symbols of allegiance to the Emperor – the crowned skull, laurel leaves, and the Imperial Cross.

The banner of the Reiksmarshal

Reiksguard

Joining the Reiksguard is considered a military and social honour amongst the nobility, and barons, dukes and counts clamour to have their sons accepted into such an acclaimed brotherhood. The Reiksguard often includes sons of Elector Counts and members from the Emperor's family itself. After arduous training, new inductees join the Reiksguard in an austere, if deadly, ritual that concludes the Emperor's Tournament. This event occurs every year in Altdorf during the spring festivals. A newly knighted member is given a duty by the Reiksmarshal, the Grand Master of the Order itself. This could be an order to join the Emperor's Personal Guard, a political task, or attachment to a formation that marches to war under the command of Elector Count.

Knights Panther

The exotically attired Order of the Knights Panther is a secular brotherhood dedicated to the good of the Empire. These nobles see themselves as protectors of the people, lands, and aims of their beloved nation, and they strive to rise above political machinations of individual provinces or city-states. Arrayed in distinctive furs of great hunting cats from the southern lands, the Knights Panther clad themselves in plate armour of silver and gold and charge into battle astride horses with distinctive blue and gold barding.

Banner of the Grand Master of the Knights Panther.

The panther symbolises strength, nobility, and courage.

The Knights Panther are based predominantly in the cities of Talabheim and Middenheim, although they may be found fighting throughout the whole of the Empire.

Knights of the White Wolf

The ferocious Knights of the White Wolf are devoted followers of Ulric that are based in Middenheim. The Order can be found throughout the Empire, but are far more common in the northern lands. They ride to war bareheaded, draped in the pelts of great white wolves from the Drakwald forest. Knights of the White Wolf bear the colour red on their banner, barding and sometimes even on weapon hafts. A white wolf or a hammer always features on their banners.

The White Wolf is a sign of Ulric, the god of battle.

As they charge into battle, Knights of the White Wolf bellow savage oaths to Ulric. This guttural howling has sent many foes flying even before the Knights' charge can impact.

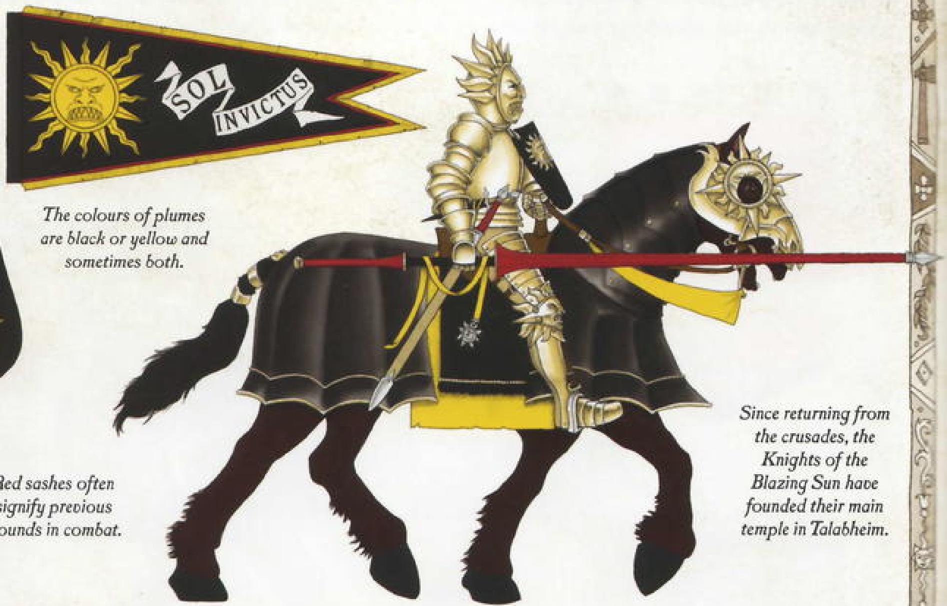
Knights of the White Wolf do not bear shields, preferring instead to use both hands to wield their heavy hammers.

This banner was reputedly dipped in the blood of a mighty Daemon Prince destroyed by the Knights.

Banner of the Grand Master of the Chapter. This is only removed from the Chapter House's Hall of Honour in great need.

Knights of the Blazing Sun

Founded after a remarkable victory during a crusade, the Knights of the Blazing Sun are dedicated to Myrmidia, the goddess of war. They bear armour and barding of black and gold, or sometimes yellow. A variety of stylised sun symbols are used on banners and sometimes painted or engraved on barding and armour.



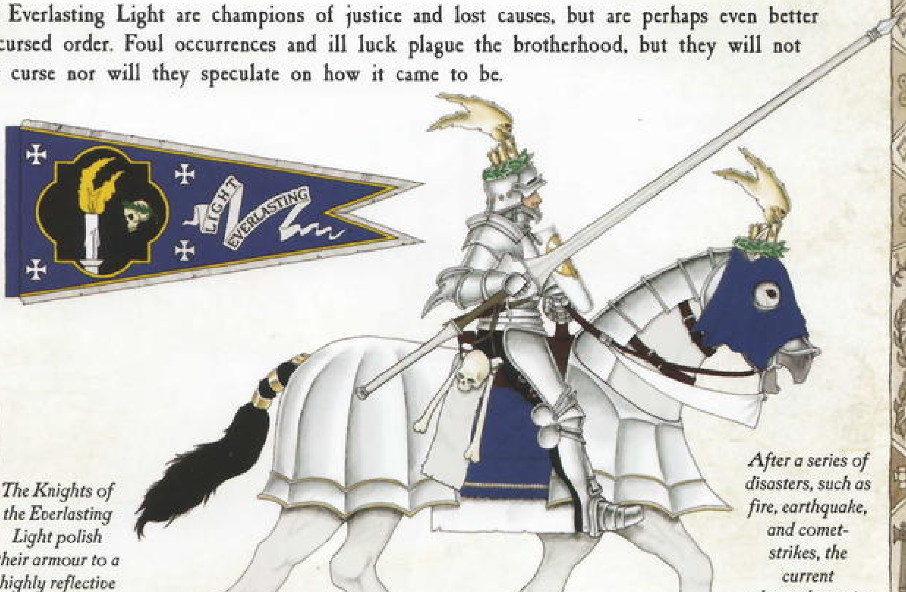
The colours of plumes are black or yellow and sometimes both.

Red sashes often signify previous wounds in combat.

Since returning from the crusades, the Knights of the Blazing Sun have founded their main temple in Talabheim.

Knights of the Everlasting Light

The Knights of the Everlasting Light are champions of justice and lost causes, but are perhaps even better known for being a cursed order. Foul occurrences and ill luck plague the brotherhood, but they will not speak openly of any curse nor will they speculate on how it came to be.



The Knights of the Everlasting Light polish their armour to a highly reflective shine.

After a series of disasters, such as fire, earthquake, and comet-strikes, the current chapterhouse is based in the city of Essen in Ostermark.

Knights of Sigmar's Blood

Glory in battle is the motto of the Knights of Sigmar's Blood

The Knights of Sigmar's Blood bear red shields emblazoned with the skull of Sigmar wreathed in laurel leaves.

Distinctive white lances with black flames commemorate the Battle of Blackfire Pass that gave birth to the Empire.

Knights Griffon

The Knights Griffon are a small order founded with the task of guarding temples of Sigmar. The Knights wear blue-steel armour and bear the colour black to signify their founding in Nuln by Magnus the Pious.

Knights of the Black Rose

Motto: Fear Not Death

Shrouded in mystery, this order was founded during the dark days of the Black Plague but has waxed and waned in size over the many years. The Knights of the Black Rose frequently use symbols associated with Morr, the god of death.

Knights of the Broken Sword

The Knights of the Broken Sword formed in the wake of Gorbad Ironclaw's invasion. Made of nobles from the devastated provinces, the order remains a potent military and political power.

The Knights of the Broken Sword bear highly polished armour. Plumes, sashes, and cloaks are red and blue.

Colleges of Magic

After the Great War against Chaos, Magnus the Pious lifted the ancient laws against the practice of wizardry and founded the eight Colleges of Magic in Altdorf. Each Order draws power from one of the eight Winds of Magic, for the minds of men cannot master the full spectrum of sorcery. As a result, wizards from different Colleges have their own distinct sorceries, traditions and rituals, according to the nature of the magical energy they harness.

The Bright Order

Bright Wizards channel the Wind of Aqshy for their magic. They specialise in a wild and destructive pyromancy that leaves naught but ruin and devastation in its wake.

The rune of the Bright college is the Key of Secrets.

The Amber Order

Amber Wizards draw upon the Wind of Ghur. They are solitary folk who shun the cities in favour of the primal wilderness where their power is strong.

The Amber Order display the rune of the Arrow.

The Light Order

The Wind of Hysh is willful and recalcitrant, so Light Wizards employ elaborate rituals to direct its power. Light magic is renowned for its power to heal and protect.

Light Wizards bear the rune of the Serpent of Light.

The Gold Order

Gold Wizards are alchemists, and draw upon the Wind of Chamon. Gold Wizards are made wealthy by their skills, and their ostentatious robes are heavy with precious metals.

The symbol of the Gold College is the rune of the Soaring Eagle.

The Wheel of Magic is a common sight amongst the magical tomes of the Empire. It shows the relationships between the eight Lores of Magic and the sorcerous winds that feed them. Each lore shares key words of command, rituals or abilities with other lores in close proximity, whilst existing in opposition to the lore that sits on the opposite side of the wheel. It is little wonder that men cannot master all eight lores simultaneously, for to do so would be to hold eight polar opposites in balance – a recipe for disaster should even a single word of command be mispronounced.

The Jade Order

The Wind of Ghyran is bound to the rhythms of nature. As a result, a Jade Wizard's power mimics the seasons, peaking in the summer and dwindling in winter.

Jade Wizards bear a rune symbolising the Coil of Life.

The Celestial Order

Celestial Wizards are seers and prognosticators who draw their power from the Wind of Azyr. They carry sextants, astrolabes and other more mysterious tools for stargazing and scrying.

The plummeting Comet of Power is the chosen rune of the Celestial Order.

The Grey Order

Grey Wizards are masters of trickery and deceit, as one might expect of servants of the all-concealing Wind of Ulgu.

They are secretive and distrusted by most folk.

The Sword of Judgement is the rune of the Grey College.

The Amethyst Order

The Wind of Shyish is the wind of death, granting Amethyst Wizards power over spirits and the dead. No wonder then that the sombre Amethyst order has a fell reputation.

The Scythe is the rune of Amethyst, and many Wizards carry such a weapon.

Imperial Engineers School

Located in Altdorf, the Imperial Engineers School has produced a range of strange and deadly machines of war, from the self-loading repeater handgun to the mighty Steam Tank. Engineers sometimes remain at the school in Altdorf or perhaps seek out a patron of their own amongst the Elector Counts or nobles of the Empire. On the battlefield it is possible to see Engineers wearing no discernable uniform at all or conversely conforming rigidly to the state colours of a province or city-state, sometimes even taking on the personal panoply of a duke, count, or baron. Always prevalent, however, is soot, the smell of gunpowder, and a certain mad gleam in the eyes that is common amongst inventors.

An Engineer from Altdorf equipped with a Repeater Pistol.

An Engineer in the service of Hochland.

An Engineer with a Repeater Handgun.

An Engineer in the service of Talabheim.

An Engineer with a Grenade Launching Blunderbuss.

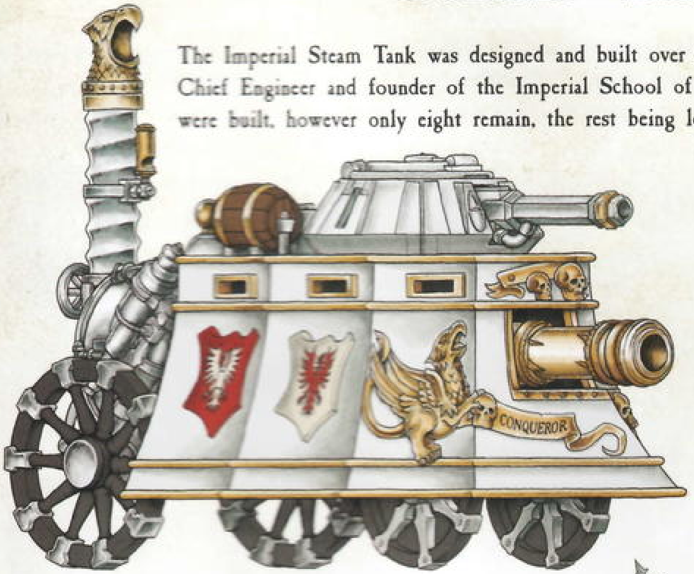
An Engineer with a Hochland Long Rifle.

The Banner of the Imperial Engineer School.

Founded in Altdorf in the year 2012 by the mad Tilean genius Leonardo of Miragliano, the Imperial Engineers School has been responsible for inventing a vast arsenal of deadly weapons and unusual contraptions.

Steam Tanks

The Imperial Steam Tank was designed and built over 500 years ago by Leonardo of Miragliano, the Chief Engineer and founder of the Imperial School of Engineers. Twelve of these iron-clad behemoths were built, however only eight remain, the rest being lost in battle or catastrophic accident.



◀ *The Conqueror was one of the first Steam Tanks built, its hull striking ceremony held in the year 2025. Other Steam Tanks with the same armament – the main cannon and steam gun – are often referred to as 'Conqueror Class'.*

Over the years these venerable war machines have each seen a number of modifications – the engineers cannot help tinkering. Often these involve adding new or experimental weapons. Different configurations become known by the name of the Steam Tank or, occasionally, by the name of the engineer who designed the variant.

Although not always flown, Steam Tanks each have associated banners and coats of arms.

▲ *The Emperor's Wrath has recently been to the Engineer's College in Altdorf for overhauling. It has been repaired and refitted back to a Conqueror Class configuration. Now returned to active duty, the Emperor's Wrath has been instrumental in aiding Graf Boris Todbringer's ongoing battles in the Drakwald forest.*

◀ *The Steam Tank Deliverance entered service in the year 2035 and its many battlefield performances have made it legendary. Deliverance caused untold carnage to the foe during the Great War Against Chaos after which it was honoured with the Imperial Cross by newly elected Emperor Magnus the Pious.*

Famous Regiments of the Empire

The Death's Heads

To this day, the regiment of the Death's Heads still maintains their reputation for battlefield bravery along with their distinctive black and red colour scheme and ominous masks.

The Death's Heads of Ostermark formed during the reign of Vlad von Carstein. Subjagating Sylvania was not enough for the Vampire Count as he spread his realm, preparing to launch what history calls the Vampire Wars. Those who dared to defy this draconian rule disappeared. Informers were everywhere. In the town of Essen those willing to fight left behind the purple and yellow of old regiments and formed a new unit garbed in sombre black and red. Masks were worn to keep their identities secret. After freeing Essen the unit gained notoriety on many battlefields, taking the fight into Sylvania after the great victory of Hel Fenn.

Originating from the town of Essen, the Death's Heads now recruit from all over Ostermark.

Van Klumpf's Buccaneers

Van Klumpf's Buccaneers are also known as the Murderers out of Marienburg and the Scourge of the Reik. These sellswords arrived at the Reiksport in 2545 and have been offering their services ever since. As they have carved a brutal name for themselves on both land and river, their fees have steadily gone up.

It is rumoured that Bartholomeus van Klumpf is the dispossessed son of a Marienburg noble. This may be true as the Buccaneers are lavishly equipped - or at least they once were, before time and hard duty took its toll. The Buccaneers wear ornate tabards in Marienburg colours, but the rest of their garb is drab.

The Ripper Fish serves as device for both shield and banner.

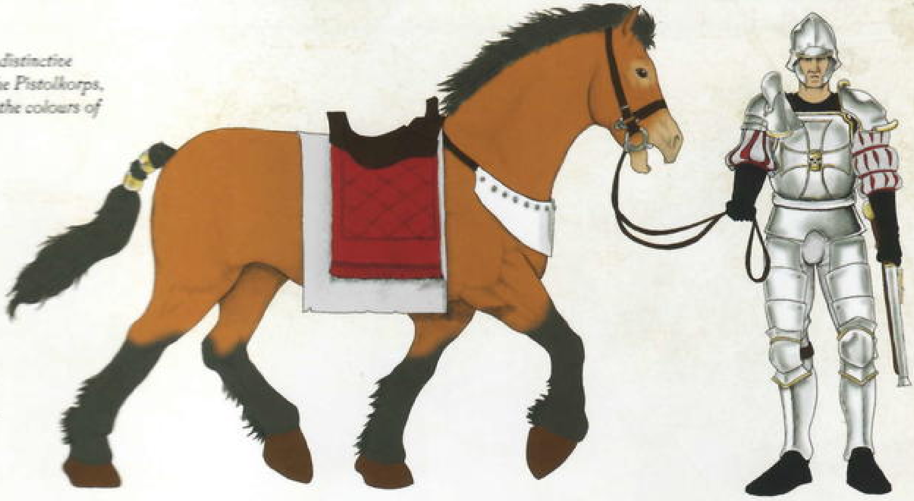
Pistoliers and Outriders

Pistoliers are young nobles who are too inexperienced to join a Knightly Order. They seek to "earn their spurs" by heroic deeds upon the battlefield. Outriders are grizzled veterans serving as Pistolkorps instructors or forming units of their own.

Pistoliers

Pistolier regiments wear the distinctive black and silver armour of the Pistolkorps, or they may choose to wear the colours of their province or city-state.

Symbol of the Pistolkorps.



A banner from a Pistoliers Regiment based in Middenheim.

Outriders

Outrider Banner from a unit based in Ostland.

Most regiments of Outriders will wear their provincial colours but some maintain the black and silver of the Pistolkorps.

Warrior Priests of Sigmar

When an Empire army goes to war, it is often accompanied by a Warrior Priest of Sigmar. Warrior Priests do not wear a uniform as such, but are recognisable by their shaven heads (a sign of devotion) and prolific use of the icons of Sigmar. Warrior Priests forsake worldly possessions, except when it come to gear of war. Even a Warrior Priest from a poor province is likely to bear polished armour and a finely crafted warhammer or two.

▲ *Warrior Priest of Ulric*

The Empire is a land of many gods and everywhere a citizen looks he will see their signs and symbols. There are grand temples in the major cities that have been built and embellished over the long centuries. Conversely, along even the most forsaken pathways there are roadside shrines so passing travellers might pay their respects.

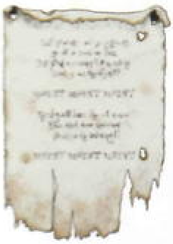
Shields borne by Warrior Priests of Sigmar

While there are priests for all the many gods of the Empire, the only ones to accompany troops to battle are devoted to Sigmar or occasionally to Ulric (especially in and around the province of Middenland). It is for this reason they are known as Warrior Priests, for their deities are gods of battle who demand strength of arms.

Flagellants

Unhinged by thoughts of the world's ending, Flagellants are wandering lunatic doomsayers that gravitate towards battles where they seek to smite something beside themselves. These homeless mobs are not an uncommon sight in the Empire, wandering the roadways or travelling from village to village. Their garb can be that of ordinary citizens, although it is most often drab, ragged and partially covered with filth, scrawled vows on parchments, and prophecies of the apocalypse.

Many Flagellants carry prayer parchments or atonement vows. Luckily, these are written with so much angst they are almost all unreadable.



Usually just a ragtag mob, certain Flagellant Warbands bear distinguishing marks often associated with certain areas or a particularly zealous prophet. For instance, the Flagellants of the Red Redemption with their distinctive patterns welts are well known along the pathways through the Forest of Shadows.

▶ *The banner borne by the Flagellants of the Red Redemption*

It is not uncommon for Flagellants to gather under a banner. Many of these standards will carry symbols rich in gloomy predictions of doom but occasionally they will be naught but scrawled prophecies, bloody handprints, or the ranting predictions of atonement.

Credits

Uniforms & Heraldry of The Empire
by Neil Hodgson and Jeremy Vetock.

Compiling this book - the drawing, colouring, and writing, has been achieved only after meticulously poring over everything produced by Games Workshop about the Empire, including Warhammer Armies books, Warhammer Fantasy Battle, White Dwarf, and many other publications. The Uniforms and Heraldry guide could not have been produced without this rich history.

Special mention must go to Neil Hodgson who drew all the soldiers, banners, and shields used throughout this volume. Dave Andrews - who created and then gathered together a great many of the original heraldic devices, and Dave Gallagher, who painted all the illustrations and inspired us all with his Empire sketches. Emma Parrington and Mark Raynor led the book design, including colouring a good-sized army's worth of soldiers.

Design Studio

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WARHAMMER

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Halberdier of Altdorf

Captain of Stirland

Banner Bearer of Ostermark

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